

# SKWAD Valorant Open | COMPETITION RULES

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## 1. PLATFORM RULES

### 1.1 Platform – Account

- All players are allowed to have only one (1) account. All information registered on your account needs to be up-to-date and to have the correct information.
- You are not allowed to share or use another person's account. Your account is for your use and your use alone.
- Registered players should prove that he/she is citizen of either India/ Bangladesh/ Nepal.
- Ignoring any rules mentioned above will lead to disqualification.

## 2. GAME RULES

### 2.1 Game Accounts

- A player is allowed to have only one (1) Valorant account active on their account.
- You are not allowed to share or use another person's game account. Your account is for your use, and your use alone.

### 2.2 Teams and Rosters

- Each team's roster must consist of 5 main players.
- Each team's roster will be allowed up to 2 additional substitutes.
- Match has to be played in the following format: 5v5.
- A player is allowed to represent only one (1) team's roster in the same tournament.

### 2.3 Emergency Substitute

In the event of an emergency at any point during a Match, a Team will be given up to ten minutes to produce an eligible Substitute on-site. If a replacement cannot be found, then the Team will forfeit. Tournament Officials will determine if an incident qualifies as an emergency. Any substitute must be a member of the Team roster.

### 2.4 Age Restrictions

Each participant (Player) needs to be of the age of Sixteen (16) or older at the point of the tournament start date.

### 2.5 Region Restrictions

Any team from India, Nepal and Bangladesh who register through the website will be eligible to participate in the SKWAD Valorant Open.

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## 3. FORMAT

There will be two rounds in the tournament.

### 3.1 Round 1

#### Round of 128

In this Phase, all the 128 registered teams will be playing in **Single Elimination BO1** match. From this phase, 64 Teams will be advancing to next round. In case of registrations exceeding 128, there will be a knockout stage played as a Single Elimination BO1 till the teams are filtered down to 128 teams.

#### Round of 64

In this Phase, 64 teams from Round of 128 will be playing **Single Elimination BO1** match. From this phase, 32 teams will be advancing to next round.

#### Round of 32

Here these 32 teams will be again playing in **Single Elimination BO1** match. From this phase, 16 teams will be qualifying to Round 2.

### 3.2 Round 2

From Round 2, the progression will be **Double Elimination Bracket**.

#### Round of 16

The 16 teams from Round 1 will be played **BO1** series. From here 8 teams will be qualifying to Round of 8 Upper Bracket and losers will be playing in the Lower Bracket. After Round of 16 Lower Bracket, 4 winning teams will be advancing to Round of 8 Lower Bracket.

#### Round of 8

All the matches from Round of 8 will be played **BO3** series. From Round of 8 Upper Bracket, 4 winning teams will be qualifying to Round of 4 Upper Bracket and 4 losing teams will be playing against winners of Round of 8 Lower Bracket. From Round of 8 Lower Bracket, 4 winning teams will be advancing to Round of 4 Lower Bracket.

#### Round of 4

From Round of 4 Upper Bracket, two winning teams will be qualifying to Semi-Finals:1 and two losing teams will be playing against winners for Round of 4 Lower Bracket. From here, two winning teams will be playing Semi-Finals:2.

#### Semi-Finals

In this phase, winner of Semi-Finals:1 will be qualifying to Grand Finale and loser will be playing in Third Place match. In Semi-Finals:2, winner will be playing qualifying to Third Place match.

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## Third Place Match

In this phase, loser from Semi-Finals:1 and winner of Semi-Finals:2 will be played. Winner of this match will be qualifying to Grand Finals and Loser will be declared as Third Place in the tournament.

## Grand Finals

The Grand Finals match will be between Winner of Upper Bracket and Winner of Loser Bracket in **BO5** series.

## 4. SCHEDULE

Round	Date	Schedule	No. of Matches	Format
Round 1	7 <sup>th</sup> - 9 <sup>th</sup> June	Round of 128	64	BO1
	10 <sup>th</sup> - 11 <sup>th</sup> June	Round of 64	32	BO1
	12 <sup>th</sup> June	Round of 32	16	BO1
Round 2	14 <sup>th</sup> - 16 <sup>th</sup> June	Round of 16	12	BO1
	17 <sup>th</sup> - 20 <sup>th</sup> June	Round of 8	24	BO3
	21 <sup>st</sup> - 23 <sup>rd</sup> June	Round of 4	18	BO3
	24 <sup>th</sup> - 25 <sup>th</sup> June	Semi Finals	6	BO3
	26 <sup>th</sup> June	Third Place	3	BO3
	27 <sup>th</sup> June	Grand Finals	5	BO5

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## 5. PRIZE POOL

Prizes will be awarded to successful Participants within **ninety (90) working days** following the completion of the awards ceremony after the Grand Finals of the Tournament. Tax will be deducted as per Tax laws.

POSITION	PRIZE
1 <sup>st</sup> Position	50,000 INR
2 <sup>nd</sup> Position	30,000 INR
3 <sup>rd</sup> Position	20,000 INR

## 6. MATCH RULES

### 6.1 Before the Match

#### 6.1.1. Map Veto

Team captains of each team will have to choose maps and sides as described:

##### For BO1:

Winning Team gets to choose initial Map ban phase based on Toss Bot in Discord.

Team 1 bans a map from the map pool.

Team 2 bans a map from the map pool.

Team 1 picks a map from the remaining 3 maps.

Team 2 will pick a side (Attackers/Defenders) to start on.

##### For BO3:

Winning Team gets to choose initial Map ban phase based on Toss Bot in Discord.

Team 1 bans a map from the map pool.

Team 2 bans a map from the map pool.

Pick for Match 1:

Winning Team – chooses the First map from the map pool.

Losing Team – will pick a side (Attackers/Defenders) to start on.

Pick for Match2:

Losing Team – chooses the Second map from the map pool.

Winning Team - will pick a side (Attackers/Defenders) to start on.

Pick for Match 3:

Winning Team – chooses the Third map from the map pool.

Losing Team – will pick a side (Attackers/Defenders) to start on.

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## For BO5:

Winning Team gets to choose initial Map pick phase based on Toss Bot in Discord.

Pick for Match 1:

Winning Team – chooses the First map from the map pool.

Losing Team – will pick a side (Attackers/Defenders) to start on.

Pick for Match 2:

Losing Team – chooses the Second map from the map pool.

Winning Team - will pick a side (Attackers/Defenders) to start on.

Pick for Match 3:

Winning Team – chooses the Third map from the map pool.

Losing Team – will pick a side (Attackers/Defenders) to start on.

Pick for Match 4:

Losing Team – chooses the Fourth map from the map pool

Winning Team - will pick a side (Attackers/Defenders) to start on.

Pick for Match 5:

Winning Team – choose the final map from the map pool.

Losing Team – will pick a side (Attackers/Defenders) to start on.

After Map Picking Phase:

Both the teams need to choose the characters for their team players before the match starts.

Players should pick the same character as mentioned during the Character Pick Phase in discord.

## 6.1.2. Line-up

Each team is required to report with their playing line-up on Discord/WhatsApp group 40 mins prior to the game time.

- Tournament Round will start as scheduled unless prior intimation. Some rounds might get delayed, for all the information please check our Discord, WhatsApp groups where all information is posted.
- All the players have to be in the lobby before the time limit goes down (15 minutes). If there are players missing after this time limit, take a screenshot and post it in the **SKWAD Valorant Open WhatsApp Group**. The team which has less than 5 players after the time limit will be disqualified from the tournament. If both teams are missing players, then both are disqualified.
- If any player gets disconnected maximum time of 2 mins will be provided for each team, if the player does not join the following team will play at disadvantage.
- Once all the players are connected to the lobby, Team captains have to check all the players if their Valorant nicknames match the nicknames written at the time of registration. If there are any disputes, please inform the admin on the **SKWAD Valorant Open WhatsApp Group** by providing the screenshot.

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Each map from the map pool can be chosen only once except for BO5. (If the map is banned, then it cannot be chosen). We suggest taking a screenshot after the map pool selection is completed.

- After map selection team captains have to write that their team is ready in the lobby chat. The game should not start before that.
- The match has to start at the latest 10 minutes after the tournament round started. Before starting team, captains have to take a screenshot of the lobby.
- We recommend having the game host being located in the most central area of your region in the tournament to make it the fairest with ping.

## 6.1.3. Team Availability

In case of a BO3 match, all teams are instructed to be available at least one hour before the allotted match timing. This is to ensure smooth broadcast flow in case the previous BO3 ends with a 2:0 score.

## 6.2 During the Match

- If one of the teams will not pick all the agents in the character selection screen and the game goes back to the lobby, the game has to be restarted (There will be only one chance where the **Match gets restarted** that too if the player faces any technical difficulties).
- If the game started on the wrong map, the game has to be remade.
- In order to do the remake, all the players have to leave the match. Start the next game as soon as possible. If the team is not ready by 5 minutes after the remake, the team which is not ready will be disqualified. Game can be remade only once, the game has to be played in the way it started after the remake, even if the issues will occur. The situation can still be reported in SKWAD Valorant Open WhatsApp Group.
- If any player gets disconnected maximum time of 2 mins will be provided for each team, if the player does not join the following team will play at disadvantage.
- Each team will get only one pause time.
- If the servers are acting badly for both teams and the game goes down, please report it to us in SKWAD Valorant Open WhatsApp Group.

## 6.3 After the Match

- Once the match finishes, both team captains have to take a screenshot of the results and post it in the SKWAD Valorant Open WhatsApp Group after each game.
- On the game result screenshot, all the players and information of the match on the right of the results have to be visible.

Example:



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The screenshot shows a Valorant match scoreboard with a final score of 12 DEFEAT 13. The scoreboard is divided into two teams, with the losing team highlighted in red and the winning team in green. The columns represent individual player scores, deaths, assists, and other performance metrics.

INDIVIDUALLY SORTED	WINNING TEAM	SCORE	DEATHS	ASSISTS	HEADSHOTS	PLAYS	SPRAYS		
MichaleWeki	Green	308	44	17	9	105	11	0	
ILux	Red	334	28	14	4	48	4	1	2
Frissx	Red	278	24	14	4	48	0	2	0
Tawley	Green	229	17	19	11	48	9	2	1
Iukin	Red	219	19	21	2	47	1	2	1
TeehGo	Red	144	13	20	4	36	2	1	0
Bronnack	Red	108	14	20	2	36	1	0	0
Mickey026	Red	121	11	21	4	35	0	0	0
LeoChip	Green	47	7	17	4	46	1	0	1
Seafish	Green	6	0	18	0	0	0	0	0

- If the screenshots from both teams are not matching, the situation will be looked into by the admin team. The team which provided the incorrect screenshot can be disqualified or banned based on the circumstances.
- If you would like to report a player or the team, write in SKWAD Valorant Open WhatsApp Group that you would like to make a report. Admin will take the conversation into personal messages. **Do not write specific names or team names in our Discord Channel.**

## 6.4 No Show Matches

1. Tournament matches are expected to be played at the scheduled match time. If an opposing team fails to show up after 5 minutes after the scheduled match time, you must report a no show to live support. We will then contact the opposing team to confirm the no show.
2. No Shows:
  - a. **For best of 1 match.** Teams will have 5 minutes from the no show report time to join (**Refer to Rule #1**) for map one or risk forfeit of that map/match. If you need additional clarification on this ruling, feel free to contact tournament live support. Additional time may be given by tournament live support.
  - b. **For best of 3 matches.** Teams will have 5 minutes from the no show report time (**Refer to Rule #1**) to join for map one or risk forfeit of that map. Once a team forfeits first map, they will have an additional 10 minutes to show for second map or risk forfeiting that map. Resulting in a forfeit of the match. Additional time may be given by tournament live support.
  - c. **For best of 5 matches.** Teams will have 5 minutes from the no show report time (**Refer to Rule #1**) to join for map one or risk forfeit of that map. Once a team forfeits first map, they will have an additional 10 minutes to show for

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second map or risk forfeiting that map. Once a team forfeits second map, they will have an additional 10 minutes to show for third map or risk forfeiting that map as well. Resulting in a forfeit of the match.

3. If a team reports a loss for a match, they cannot then contact Live Support looking to get the match reverted/replayed. Matches are only reverted/replayed if a match being advanced is due to admin error.
4. Any claims for glitching, banned weapons, or cheating you must contact live support. Please have video proof ready when contacting live support.
5. Teams have up to 2 minutes between maps. Extra time may be given if live support feels it is necessary to extend the 2-minute time limit.
6. Hosting the wrong map will be a replay of the correct map

## 6.5 Tournament Play

- Tournament matches must be played on time. Delays in the tournament are not permitted unless live support allows a delay. Each team needs to report 1 hour prior to their game time on SKWAD Discord.
- Users have 5 minutes from the time of their opponent(s) reporting a win/loss to dispute the match or report a loss. Teams that fail to report the outcome of their matches risk being temporarily banned from the SKWAD Online for tournament disruption.
- Using a banned agent will result in a forfeit of the map.

## 6.6 Overtime

If the match score becomes 12-12 the game goes into overtime. The first team to secure 2 back-to-back rounds in Overtime wins the game. All overtime scenarios must be played out and the teams cannot mutually agree to end the game in a draw. If the 'draw' vote does get passed, both teams are at a risk of instant disqualification and forfeiting any prize money earned till now. SKWAD admin will make the final decision in this circumstance and the verdict will generally be 'case-specific' meaning 2 similar scenarios might not have the same verdict.

# 7. GAMEPLAY SETTINGS

## 7.1 Maps

- Bind
- Haven
- Split
- Ascent
- Ice Box

For SKWAD Valorant Open "Breeze" Map is restricted

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## 7.2 Agents

There is no restricted Agent for SKWAD Valorant Open.

## 7.3 Server Setup

- Map: depending which map has to be played from the map pool
- Mode: Standard
- Options
  - Server: Mumbai
  - Party Status: Close
  - Allow Cheats: Off
  - Tournament Mode: On
  - Overtime: Win by Two: On

## 7.4 Match Hosting

All matches should be played using Custom Games (Tournament Mode) with only the tournament organizer to be allowed to enter the observer slot.

## 7.5 Usage of Pause Function – Lag

Each team is allowed 8 mins of SKWAD technical pause time and 2 mins of Tactical Pause time. SKWAD reserves the right to change, modify, or adapt all rules as deemed appropriate in order to uphold and maintain a spirit of overall fairness and good sportsmanship.

## 7.6 Disconnections

Please note that all disconnection proof must be gathered and submitted in video form. Screenshots and/or GIFS will not be accepted.

- If a player disconnects from the game other than direct game malfunctions (client crash, servers crash, etc.) the team will get a maximum of 10 mins of pause time. If the player is not able to reconnect in the given time, then the map will continue 4 v 5.
- All disconnection claims will be handled on a case-by-case basis, meaning not all outcomes will result in the same outcome.

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## 8. COMMUNICATION

All communication with the players and teams is handled on the official Valorant Discord. Important information will always be in the **#tournament-information** channel and if you need any support, **#tournament-support** is the channel you are looking for.

Any questions regarding upcoming and ongoing matches can be directed to the admin team.

## 9. DISCORD STRUCTURE

Here is the link for [Link here](#)

**#tournament-information** – In this channel will be all necessary information during the tournament.

**#tournament-matches** – All the matches of the teams and players with tags will be written here.

**#tournament-support** – In here you can contact the support team.

**#tournament-results** – You have to post screenshots in this channel.

## 10. CHEATING

It is forbidden to cheat, modify the game files, exploit bugs, and/or use any third-party application which would give an unfair advantage against other users.

All cheats are completely forbidden to use under any circumstance while playing in any SKWAD Valorant Open. Using any cheat will result in bans and disqualifications. This includes, but are not limited to:

- ESP
- Radar hacks
- Wallhacks
- Speed hacks
- Aim hacks
- Hitbox manipulation
- Teleportation (any kind of teleportation, which is not possible in the game)
- The usage of a bug/bugs to gain an advantage versus your opponents

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If a team uses a player that has an active ban by SKWAD Valorant Open, the team will be disqualified from the tournament.

Players with Valorant bans on any accounts within two (2) years are not eligible to compete in any of the tournaments hosted by SKWAD Valorant Open.

SKWAD Valorant Open reserves the right to monitor any player, for any reason, during the tournament.

## 11. BETTING, GAMBLING, MATCH-FIXING, AND TEAMING

Players, coaches, team staff, team owners as well as hosts and staff from SKWAD Valorant Open are prohibited from gambling or betting on any matches in any SKWAD Valorant Open Tournaments.

All sorts of match-fixing and/or teaming are strictly forbidden and will be punished. This may include temporary or permanent bans.

## 12. RULING AND PUNISHMENTS

Rule violation	Punishment
Using a player, not in the roster	Disqualification
Playing with the wrong game account	Disqualification
Usage of a glitch/bug	Case-by-case
Stream Sniping	Case-by-case
Inappropriate/disruptive behaviour	Case-by-case
Multi-Account usage	Case-by-case
Match-fixing/teaming	Ban from <b>SKWAD Valorant Open</b> and disqualification
Account sharing	Ban from <b>SKWAD Valorant Open</b> and disqualification
Knowingly playing with someone who is account sharing	Ban from <b>SKWAD Valorant Open</b> and disqualification
Cheating	Ban from <b>SKWAD Valorant Open</b> and disqualification
Knowingly playing with a cheater	Ban from <b>SKWAD Valorant Open</b> and disqualification

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## **\*\*\*ANY NONCOMPLIANCE OF THE RULE WILL RESULT IN IMMEDIATE DISQUALIFICATION.**

Anything that can be viewed as a bug or exploit will be reviewed by the admin team and judged on a case-by-case basis, examples of such can be:

- Using cypher cameras on spots which allows you to see through the walls.
- Sitting on the spots which are not supposed to be used by map design.
- Trying to reach out of the map boundaries. (teleporting with the Omen outside the playable area of the map).
- Activating Sovi's Drone the way that it spawns clipping through the wall.
- Using Sovi's Arrow on the spots, where they cannot be destroyed, and they can spot players (Example: Fixed billboard on Split).
- Bugging yourself into the doors on the Ascent map, that you can see on both sides.
- Spamming between Omen Phaser with ultimate to see through walls.
- Opening doors on Bind from outside (Using Cypher's camera from outside to open the doors).

## **13. BEHAVIOR AND SPORTSMANSHIP**

- Show respect to everyone involved in the tournament. This includes but is not limited to players and staff.
- Treat everyone the same way as you would like to be treated yourself.
- Always show integrity while playing in the tournament, be honest and play fair.
- Do not use any discriminatory language, including but not limited to any language regarding ethnicity, nationality, race, gender, religion, sexual orientation, or personal beliefs.
- Do not use any extreme foul language, including but not limited to excessive profanity or language that is graphically sexual, grotesque, or violent.
- Do not make threats of real-world violence or other intended harm to anyone involved in the tournament.
- Do not harass, stalk, or purposely do things to make someone else feel uncomfortable or threatened.
- Do not share personal information about yourself or other individuals.
- Do not engage in, request, arrange, or offer illegal activities or materials.
- Do not impersonate other individuals.
- Do not spam, be it in text or Voice.

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- Do not share your account, your account is for your use and your use alone. Do not grant access to your account to anyone else, and do not access anyone else's account, even with their permission.
- SKWAD Valorant Open reserves the right to, in special cases, override and/or remove, and/or add any rule stated above to guarantee fair play.